Daniel Blumberg

https://danielblumberg.dev
(208) 420-6445
danielblumberg@u.boisestate.edu

Education

- B.S., Computer Science - Idaho State University, 2010-2013
- B.S., Gaming, Interactive Media, and Mobile Tech - Boise State University, 2022-2026

Relevant Employment History

- **VR Developer - NASA SUITS**   **September 2025 – Current**
  - Used Unity and VR to create a head mounted virtual display to assist astronauts in performing lunar terrain vehicle retrieval procedures and display real-time biometric data.

- **Software QA Engineer – Gravity Payments**   **Apr 2023 - Current**
  - Provided manual and automated QA for an agile team working on a complex SaaS product.

  Software QA Manager – PartnerHero   **Aug 2021-Nov 2022**
- **Software QA Lead – PartnerHero**   **Dec 2018-Aug 2021**
  - Started as a lead on a specific project and worked up to a manager role as teams, resources, and lead responsibilities continued to grow.
  - Built from scratch a successful SQA organization of about 20 people
  - Oversaw agile testing efforts and client management across multiple client dev teams and several in-house projects.

Relevant Skills

- *Game Development:* Unity (C#), Unreal Engine (Blueprints)
- *Game Design:* UI/UX design, Adobe Creative Cloud
- *Development Workflow:* Git, Jira, Agile / Scrum
- *Web and Data:* HTML/CSS, AWS, MySQL
- *Quality Assurance Tools:* Playwright, Postman